

DIPLOMACY WORLD

ISSUE 83



Napoleon's Mistake

Notes From the Editor and Hobby News

Before I mention the latest bits of hobby news that have made their way across my desk, let me take a moment to discuss the lack of a booklet layout this issue.

I had been using a Copy USA location here in Dallas to print Diplomacy World as well as my other zines. The manager there, Barbara, had given me a very generous discounted rate on both regular copies and the large booklet format. Unfortunately, about 6 weeks ago Copy USA came in and without warning shut that location down.

So far I have been unable to find another copy shop that can offer me a similar rate. I am currently using one that crages an extra half-cent per side on regular copies, but no one has even come close to the rate I was paying on the booklet machine. Until I find a shop that can at least be competitive with the old rate, Diplomacy World will have to be published in regular open-page format instead. More on this when I have new developments.

Now, on to hobby news. In a rare and notable occurrence, Andy Lischett had a number of Dip games finish up at the same time. So, he now has openings in a few regular Dip games in his zine Cheesecake! Andy has earned a reputation as one of the finest GM's around, so if you've never played in Cheesecake now is your chance. Andy can be contacted at 2402 Ridgeland Ave., Berwyn, IL 60402.

Melinda Holley has distributed this year's Hobby Awards nominations. The ballot is elsewhere in this issue - please

take the time to vote if you can and perhaps send \$1 or more to help cover the cost of the award plaques. Also, I'm pleased to note that all nominees in the Rod Walker Award for Literary Excellence are articles which appeared in recent issues of Diplomacy World!

The results of what is likely the final Runestone Poll are elsewhere in this issue as well. Diplomacy World finished a very surprising 2nd - much better than I had hoped! While polls like these are no exact science, I think it is fair to say that a 2nd place finish is a good indicator that most of you are happy with the direction the zine has been taking.

Fred Davis sent me a notification that Chris Carrier had died of a heart attack. During the "Great Feud" of the 1980's, Chris was a noted participant, holding the belief that feuding was a normal part of the hobby and should be enjoyed. Chris published The Megadiplomat for 28 issues and also published an "authorized" issue of Known Game Openings Zine Directory at one time. Maybe three years back Chris started to rejoin the hobby a bit - I know he subbed to Maniac's Paradise for a few issues before he dropped out again.

I guess that's about it for this issue. The deadline for article submissions for Diplomacy World #84 will be November 15, 1997. Go ahead and start writing something!

And now for something completely different...a guest editorial from former Diplomacy World editor Larry Peery...

Thoughts on America's Other National Pastime

by Larry Peery

In a recent column George F. Will, the syndicated political columnist for The Washington Post wrote, as he tends to do every summer about this time, about his other love, baseball.

His subject was "Tony Gwynn and baseball history." Gwynn, ranked as the sixth best ever hitter by Sports Illustrated, which featured him in a cover story this month, is finally getting his due as one of today's greatest and least appreciated players; and, in a sport increasingly filled with second-rate players getting first-rate bonuses and salaries, a true man of his sport.

I don't usually read baseball stories on the editorial page, but this one caught my eye. Fortunately I kept reading, even through Will's dry stats, because Will makes a point about baseball that could just as well have been written about our hobby, Diplomacy.

Let me quote what he writes:

"Baseball is unlike politics, education, popular culture and much else. Baseball is going against the grain of contemporary America by maintaining high quality. Yet some of baseball's owners are suffering a crisis of confidence in their product.

"They are scrambling for gimmicks to entice customers who, these owners evidently think, cannot be attracted, as fans always have been, by what baseball alone among the professional sports has --- more than a century of continuity that enables fans to savor Gwynn's greatness through meaningful comparisons with distant predecessors. These owners are threatening to rip the fabric of this most traditional sport by a stunning miscalculation." Will goes on to rip the owners' plan to reorganize the teams and eliminate the National and American Leagues.

He asks: "Why does baseball contemplate jettisoning the traditionalism that makes it distinctive? Does it really want to become just another in the blur of constantly changing

entertainment choices?

"In baseball, unlike in, say, politics, it is not disheartening to compare the present and the past. Gwynn compares with Stan Musial more reassuringly than, say, President Clinton compares with President Truman, or Speaker Newt Gingrich compares with Speaker Henry Clay. So real fans, who understand how much the enjoyment of baseball derives from today's game being a linear extension of the game's past, should say to intrusive owners: "Down in front. Number 19 is on deck."

Do I need to spell out the similarities between baseball's situation and our own?

The PBM Diplomacy is dying everywhere, I think. I've said it before. I'll probably say it again, until I'm the last one left in the Chat Room. It's just dying faster in the United States and because our history is so long and so dynamic, it makes our death even more obvious. All the vital signs, I think, are down, way down. We all know it, but it is still business as usual. That's a fact. The question is: why? The answer, in a word, is apathy.

I've just received the results of this year's DIXIECON. It was, as far as I can tell, the poorest attendance that event has ever had. For all practical purposes, it was a local event. That's a pity because DIXIECON is about the only privately hosted DIPCON event left worthy of the name. As you read this, I suppose, DIPCON, our so-called North American Diplomacy Championship event, will be going on in Seattle. And, based on past track records, I doubt if anyone but the locals will show. It's another case of too little promotion too late! Those who spent years tinkering with the division of the hobby into regions and the moving of states from region to region have achieved their goal. DIPCON, as a national event, is no more. It has become an empty title moving from empty event to empty event.

Another area of concern to me is something Will mentioned, the ripping apart of baseball's traditions, by greedy owners, greedy agents, greedy players, and greedy fans! When was the last time you read an article about baseball that didn't have a dollar sign in it? It's happening in Diplomacy also. Not over money, of course. I doubt if everyone in the hobby combined spends in a year what some of these players make for playing a single game. No, I'm talking about the lack of respect for our traditions and, especially, our recordkeeping. For the first ten, even the first twenty years of the hobby, it was common custom and expected practice that certain things would be done to provide some continuity in the hobby. We had traditions that made the hobby what it was. Today, the first question by all concerned is, "What's in it for me?"

What's to be done, if anything, to change this pattern? To be blunt, in my view, nothing can be done with the current PBM and FTF Diplomacy hobbies in America. I think it is

too late. The American Diplomacy hobby today is running on life support systems, but just barely. I continue to support DW as I can, because I have a certain paternal interest in it. My support for FTF events has declined to the point where I do not expect to attend DIPCON this year. Regarding next year's WDC at DIXIECON in Chapel Hill, I would not be surprised if there are more foreigners there than Americans.

In fact, I intend to try to make sure there are.

If you disagree with me, answer this question: "When was the last time you taught somebody how to play Diplomacy? I rest my case.

Diplomacy needs new blood if it is to survive. I see no signs that the PBM or FTF hobbies are willing to go after it. That is not the case in the PBEM hobby. It seems to be doing quite nicely from what I have seen. Not too long ago I did a survey of Diplomacy players. I distributed it to both PBM and PBEM players. Eighty-five percent or more of the respondents came from the PBEM hobby. I am sure it will be the same with my current survey.

In the near future I am going to be distributing an invitation to nearly 200 people who I think might enjoy playing Diplomacy. I've had no problem finding places to send them for more information in the PBEM hobby. The PBM and FTF hobbies are another matter. Still, it is worth an effort, I think. So I will give it a go.

I remember sitting in a smoke-filled room at a DIPCON in Kansas some years back listening to a handful of hobbyists tell each other how great things were going to be because Avalon Hill had put out a new edition of the game with a flyer, and ...and...; and all the time Mr. Acheson sat in the back corner heckling. Well, he was right. It never happened.

It may be that next year's WDC/DC/DIXIECON event will be our last hurrah. Don't you think you ought to be there to be a part of it? It's too late to do anything about this year's event, but I think you have enough warning now to prepare for next May in Chapel Hill. I don't really care why you go next year, and I doubt if David Hood does either. The important thing is that you DO go. If for no other reason then to prove me wrong. Heh, I can live with that!

It will be interesting, I think, to see which perishes first: traditional American baseball or traditional American Diplomacy. I'm sure only Mr. Steinbrenner and Mr. Reiff know the answer to that. Well, perhaps Allan Calhamer does. After all, he designed a game called NATIONAL PASTIME, about his first love, baseball.

But, to end on a positive note, I wonder what kind of Diplomacy players George Will and Tony Gwynn would be?

In This Issue:

Editorial: <i>Notes From the Editor and Hobby News</i> by Douglas Kent	Page 2
Guest Editorial: <i>Thoughts on America's Other National Pastime</i> by Larry Peery	Page 2
Archives: <i>Safe Openings</i> by Dick Schultz	Page 5
Postal Dip: <i>In Defense of "Snail Mail"</i> by Mark Fassio	Page 6
Strategy & Tactics: <i>Alliances: The Russian/Austrian Alliance</i> by Marc St Rose and Marcel van Vliet	Page 8
Strategy & Tactics: <i>Napoleon's Mistake</i> by Stephen Agar	Page 11
New Blood Listing: Individuals interested in seeing samples of Diplomacy zines	Page 13
Hobby News: 1997 Hobby Awards Ballot	Page 14
Variants: <i>Strategy in Modern Diplomacy</i> by Chris Warren	Page 15
Letters: Swords and Daggers - The <u>Diplomacy World</u> Letter Column	Page 17
Survey: <i>Dippers Are What They Eat, and How Sweet It Is</i> by Larry Peery	Page 18
Hobby News: Runestone Poll Results	Page 19
Demo Game: <i>Spring, Fall and Winter 1908 Turn Results</i>	Page 20
Hobby Services and Game Openings Listing	Page 25

DIPLMACY WORLD STAFF:

Managing Editor:	Douglas Kent, 10214 Black Hickory Rd., Dallas, TX 75243 Email: 73567.1414@compuserve.com or dipworld@ix.netcom.com
Strategy & Tactics Editor:	Vacant
Variant Editor:	Stephen Agar, 79 Florence Rd., Brighton, East Sussex, BN1 6DL, UK Email: stephen@spoff.demon.co.uk
Interview Editor:	Conrad von Metzke, 4374 Donald Ave., San Diego, CA 92117 Email: metzke@juno.com
Electronic Mail Editor:	Mark Nelson, 1st Floor Front Flat, 3 Kelso Road, Leeds, LS2, UK Email: fuemin@sun.leeds.ac.uk
Club and Tournament Editor:	Vacant

Contributors: Mark Berch, Thaddeus Black, Eric Brosius, Jef Bryant, Jim Burgess, Alan Calhamer, Brian Cannon, Pat Conlon, Stewart Cross, Mark Fassio, Bernard I. Finel, Dirk Fischbach, Warren Goesle, Chris Hassler, David Hood, Melinda Holley, Tim Hoyt, Roland Isaksson, Brent McKee, Jamie McQuinn, Conrad von Metzke, Paul Milewski, Mike Morris, Scott Morris, James Mueller, John Norris, Mike Oliveri, David Partridge, Thomas Pasko, Larry Peery, Baron Powell, Gene Prosnitz, Francois Rivasseau, Marc St. Rose, Dave Scharf, Dick Schultz, Andy Schwarz, Ray Setzer, Cyrille Sevin, David P. Smith, Steve Smith, Fred Townsend, Marcel van Vliet, Conrad von Metzke, Chris Warren, Per Westling, Brendan Whyte, W. Andrew York.

Subscriptions are four issues for \$10.00 in the US, \$15.00 in the Canada or overseas surface and \$20.00 via overseas air mail. The last issue will appear on your label. All overseas subscribers are urged to use the International Subscription Exchange listed elsewhere in this issue. All subscriptions and address changes should be sent to the Managing Editor listed above. **Make checks and money orders payable to Douglas Kent (not Diplomacy World) in US currency.** UK subscribers can purchase Diplomacy World subscriptions directly from Stephen Agar at 79 Florence Rd., Brighton, East Sussex, BN1 6DL. Subscriptions for persons in the UK from Stephen are L7/4 issues - that's more than 40% cheaper than the \$20/4 issues airmail price!

Contributions are welcomed and will earn you one free issue per submission published unless otherwise stated. Persons interested in the vacant positions may contact the managing editor for details or to submit their candidacy or both. The same goes for anyone interested in becoming a columnist or senior writer.

Diplomacy is a game manufactured by The Avalon Hill Game Company of Baltimore, MD and the name is their trademark with all rights reserved.

Safe Openings

by Dick Schultz

with an introduction by Larry Peery

This letter/article first appeared in Graustark in March, 1964. It suggests 1901 moves for the Great Powers and discusses alternatives. Unfortunately, most of his ideas are now old-fashioned and inflexible. Still, better safe than sorry!

I've been doing a lot of thought about Diplomacy lately. And I've come up with a series of moves for each country which are the best possible. At least they are, as far as I can tell.

England: F Lon-Nth; F Edi-Nwg; A Lvp-Edi. Next: A Edi-Nwy; F Nwg C A Edi-Nwy; F Nth-Bel. (This presupposes an arrangement with France allowing Belgium to England for this year at least).

France: F Bre-Mid; A Mar-Spa; A Par-Bur. Next: F Mid-Por; A Spa H; A Bur-Mun. It would take more than two moves for an English army to reach Paris. Brest is in danger if the London fleet moves to the Channel. (A calculated risk, if England is presumably an ally.) France should hold out Belgium as a bribe to keep England in line for the first few moves.

Reasoning: Norway is out of reach for both Russia (F StP) and Germany (F Kie) since they cannot reach it in less than three moves. F Nth might be attacked, therefore convoy the army using the F Nwg to insure the supply center. Germany should try to gain Denmark and Holland, therefore England should try for a supply center that is probably Germany will not try for. Spain and Portugal are unprotected (so they are easy targets for France). By moving A Par-Bur, Munich is threatened. If Italy threatens Marseilles, the army may be moved to cover Marseilles or at least to contend with an Italian army in Piedmont for it, therefore leaving it unoccupied. If the army in Munich attempts to move to Burgundy on the first move, A Par-Bur keeps this army at bay. In Fall 1901, attempt A Par-Bur once more. If this is unsuccessful, the army is in a position to attack Ruhr and Munich and defend Marseilles, not to mention covering Paris. If unsuccessful, A Mun is also stopped once more, meaning stalemate while France gathers forces.

Germany: F Kie-Hol; A Mun-Bur (alternately, A Mun-Ruh); A Ber-Kie (alternately, A Ber-Sil). Next: F Hol holds (alternately, F Hol S A Ruh-Bel); A Bur-Par or Mar (Germany should attack Paris if Italy threatens Marseilles); A Kie-Den (alternately, A Sil-War).

F Kie might also move to Denmark, leaving A Ber-Kie, ~~thence to Holland.~~ Then, according to whether the French have moved into Picardy or Burgundy, the Ruhr army may support A Kie-Hol or return to Munich. A return to Munich

might be dictated as inadvisable if Italy menaces MArseilles with an army in Piedmont. The fleet in Denmark would then hold. A Ber-Sil should be played only if Germany and Russia are definately at war. If A Ber-Kie and Russia moves A War-Sil, Germany can still move A Kie-Ber.

Germany has more enemies on both sides of her, and the other frontiers are not decure. At all costs make Russia friendly, therefore. But in any case take and hold Denmark as early as possible, and engage in a contest for the Low Countries, both to deny them to the enemy and to gain supply centers. I do not think that under any circumstances can Germany be holding more than four supply centers by Fall, under pressure of a concerted Franco-Russian attack. Therefore, gambling is in order.

Italy: Under all circumstances attack Trieste immediately with A Ven-Tri; F Nap-Ion; A Rom-Tus. Next: A Ven-Tri or A Tri H; F Ion-Tun; A Tus-Ven if Ven is free and otherwise A Tus-Pie. There can only be war between Austria and Italy. Therefore Trieste is to be gained at the earliest. Seek alliance with France, for with armies moving into northern Italy a French drive from Marseilles is impractical. If the Austrian fleet is not in a position to take Greece, F Ion-Gre instead of to Tunis might be considered.

Austria is forced to defend Trieste. Make a secret alliance with Austria to facilitate the seizure of Trieste. If Trieste is taken, Austria cannot obtain and hold more than four supply centers. Italy will have five. If Trieste is defended, Austria's Russian and Turkish frontiers are in danger, and Austria will probably not have more than five centers all told in any case.

Austria: F Tri-Alb; A Vie-Tri; A Bud-Ser. Next: F Alb-Gre; A Ser H; A Tri-Ven. The fleet moves to contend for Greece. The army of Vienna contends for Trieste. The army in Serbia can support A Vie-Tri. If a Turkish army in Bulgaria attacks Serbia, the army in Vienna still contends for Trieste. Better yet is A Ser-Bul. That way a Turkish attack on Rumania would be spoilt, or at least leave Bulgaria neutral and Serbia in Austrian hands.

Austria must move south to the Balkans and defend Trieste. Do not trust an Italian treaty. If Russia moves A War-Gal and the army in Vienna still contends for Trieste, move A Ser-Bud. At worst, the move will be legal. At best, A Ser-Bud cancels A Gal-Bud; Trieste and Budapest are free of units, and Serbia is still held. It might be wise to have A Bud hold on the first move and go to Serbia on the second. But the Turkish threat to Serbia must be considered. Austria, like Germany, has no safe flank and must try to contend with all comers.

Russia: F StP-Bot; A War-Sil (or A War-Gal); A Mos-Sev (or A Mos-Ukr); F Sev-Rum. Next: F Bot-Swe; A Sil-Ber or Mun; A Sev-Arm or A Sev S F Rum H. Alternatives: A Gal-Vie or Bud, depending on which is undefended; A Ukr S F Sev-Rum.

Move A Mos-Ukr only if an immediate contention with Austria over Rumania is believed possible. Let the move by the army in Warsaw be governed by political considerations. If a working alliance with France exists, A Bur can support A Sil-Mun.

Russia and Austria must fight sooner or later; it's best to weaken or frighten Austria into ill-considered moves if possible.

If F Sev-Rum works in the first move, try F Rum-Bul(ec). Since Turkey will most undoubtedly defend Bulgaria, the move will have the effect of a hold order. If A Con-Bul, then A Bul-Gre, the Russian move F Rum-Bul(ec) will make Bulgaria a neutral and thereby out of Turkish control. Result? Scratch one supply center for Turkey.

Turkey: A Con-Bul; F Ank-Bla; A Smy-Arm. Next: A Bul-Rum; A Arm-Sev; F Bla supports one of these moves. It is impractical to try for Greece, sure to be contested by one of the other powers. But A Bul-Rum pins down the Russian fleet in Rumania, which will probably be supported by an army in Ukraine, Sevastopol, of Galicia. If Russia is engaged in Austria in 1901, F Bla S A Arm-Sev just might succeed. Otherwise, it's a forced draw with Bulgaria firmly in Turkish hands.

If an Austro-Russian alliance is apparently in effect, it might

pay to order F Bla S A Bul H. In any case, order A Arm-Sev, if only to cut Russian support of Balkan moves.

General notes: It pays Germany to attack the Low Countries if it's at all possible, with A Mun-Bur. France therefore must move into Burgundy herself, ally herself with Italy, and let England contend for the Low Countries at first.

Therefore, it behooves Russia to make alliance with Austria and Germany, and immediately break it. Simple, yes? In any event, avoid conflict with England until forces are built up heavily. England should contend for the Low Countries and take Norway and, if allied with France (watch out for those fleets in Brest) attack Germany's northern flank, avoiding overextending herself into Russia until built up. At any event, England should be well established in the Baltic and Scandinavia before attacking Russia.

To avoid being trapped, Turkey should seek alliance with Austria or Russia. Turkey might agree to split the Balkans, with Russia at least, and promote a Russian trend into central Europe.

Austria and Italy should be at each other's throats immediately. If they are not, it is a diplomatic masterpiece by someone. Naturally Italy will attack Trieste whatever treaties she may have signed.

France, England, and Russia should at all costs avoid fratricidal warfare until forces are built up at expense of neighbors. Russia, England, and France could in fact sweep the board. Take advantage of the fact that in real life these alliances did exist, just as German and Austrian players take advantage of historical alliances to promote one firm flank anyway.

In Defense of "Snail Mail"

by Mark Fassio

As any good military officer is wont to do, I'll go straight to my Bottom Line Up Front (BLUF): I like play-by-mail (PBM) much more than play-by-electronic-mail (PBEM) and as much as face-to-face. In that regard, my friend Jamie McQuinn hit the nail on the head with his pro-PBM piece in this 'zine a couple issues back.

But geez, Faz, you might be saying, how can you relegate yourself to those, those ..troglodytes.. who haven't joined the Information Age? Simple; it strikes me as more enjoyable, and offers better opportunities to use a variety of tactics that are a little harder to implement in FTF or PBEM.

Let's look at the name first. The term "snail mail" may connote slowness to some. To me, however, it evokes the image of home-brewed beer, or sun tea: a process that ages, allows for time to "ferment," to analyze the letter, digest its

contents, and the reply in a fitting manner. With PBEM it seems (to me) that the deadlines are quicker, the pace more rushed. If you're like me, you try and juggle your gaming life with work (the dirtiest of four-letter words!), with keeping mama and the kids happy (and trying to remember what they look like after a long day/week at the office), taking poochie for a walk, doing the "honeydew" chores ("honey, do this, honey do that") and all the other time constraints that impinge on your gaming. With PBM one has time to receive a letter and let it sit for awhile, confident that you have two-to-three weeks to reply, or to call or (gasp) e-mail a short reply in an emergency....I just feel that it allows you more "breathing space" to properly mull over its contents as compared to ftf and PBEM timeframes.

The letter's reply is even an art form in itself. In e-mail, the sender knows you're there (and can even get the system to

indicate a successful delivery). Whether you want to discuss information with others (whether to plot a stab or work an alliance), or if you merely want to find an evening to set up the board and analyze the options, common courtesy would dictate that you owe a reply fairly quickly after receiving a note. In fact, if you don't reply via e-mail in a proper time, the sender may get nervous/suspicious. And if you wish to deliberately delay a reply to Sender X, you can only use the "my system is down" excuse for so long. However, with PBM's snail mail, letter replying becomes an art unto itself. Person X sends you a letter; you wish to ignore its onerous contents, or even plot a stab. You can delay acknowledgment of the letter for quite awhile ("Well, you know, you did mail this from California; it'll take a little longer to arrive; I'm sure I'll get it soon"). In addition to delaying receipt of said letter, you can always blame USPS for non-delivery: "Letter? What letter? That d**n Post Office!" And let's face it: how many of you have had a letter lost/misrouted by USPS? I rest my case. Plausible denial works!

Timing thus becomes a weapon in your arsenal by using snail mail. Another example: it's close to deadline. You want to gain an advantage on someone, but not totally alienate them; let's say it's a quasi-potential ally. However, you're unsure of his intention, and you still want what you want. You merely send a letter, timed to arrive right around the due date. If it arrives early and the person is interested/has concerns, you can expect a last-minute call. If it arrives on the due date, or right after, then, hey--you tried, but the mail screwed up your coordination for this time. This ploy also works if you're trying to psyche someone out. Let's say you're in BOH, moving on Vienna against the Archduke, who's tightly allied with a hostile Hun against you and your pals. You can send a last-minute "gloating" card to Germany, saying in essence, "Well, now that the deadline is here and you can't change anything, here's what we did to you in Munich." Of course, you send the letter so it arrives on the day before or the day of the moves being due. Germany is happy that the post office worked extra-efficiently, and feels like he can prepare a crushing riposte against this smug Bohemian--he may even call the Austrian and pass along the "intended Mun hit," which may lull the Viennese defenses in time for you to do what you really intended all along!

Another beauty of PBM snail mail is the misdirection ploy. You want to spoof a target, or perhaps get someone to join you, but want to do it indirectly. Unless you travel to Sheboygan and use another player's terminal, people can generally "see" the sender's identity. Not so with letters. One tactic that's worked for me involves sending a typed letter (using a different font, to make it "not your style") in a small envelope with no return address. The letter basically says, "I'm a friend with the same enemies/concerns as you, but don't want to compromise my identity, or worry in case you perhaps 'turn me in' to the person(s) I'm ratting on. Here's what your enemy is planning to do to you this turn." I then mailed this envelope in a larger envelope to a friend (usually a non-gamer). The friend opens his envelope, sees your letter to Target X, and is told in a short note by you to drop off the Dip letter in a local mailbox. Bingo! Your letter now is postmarked 500 miles from where you live, bearing some cryptic words of wisdom to Target X.

Your target--especially if s/he is under siege or in need of good help--is usually willing to at least accept part of the note (why not? what's left to lose?). If you do this for a "one-shot deal," you can devastate an enemy's position. If you are allied with someone but don't want them growing too fast as compared to you, you can make this a longer-term project -- send mostly-true data on what your ally's doing, but only half-truths on what you're doing. The Target will thank his lucky stars that this letter-writer is at least "80% correct," and you can still work your wiles while keeping your faster-growing ally at manageable proportions. Once you've lulled the Target over a longer period of time, you merely pick your stab time in a final "truthful" letter (cackle)!

Finally, there's something to be said about the mere act of receiving a Dip letter. Oh yeah, bold-faced e-mail announcements are nice to note, but getting a letter is fun. When I started playing PBM 21 years ago (egad; I'm getting old), I lived for the mailman's arrival -- it was almost like Christmas coming every day. Of course, "in my time" back in the late 70s/early 80s, the PBM hobby was much more vibrant and active. Everyone wrote, every turn -- not this Weak Willie situation in the hobby today, when you're lucky if a non-adjacent neighbor writes you at all before 1905. Letters conveyed true dedication to the game -- By Gum, if you were serious about the hobby, you were sending and receiving mail, in spite of all the aforementioned constraints. It became the benchmark of your reputation: "I deal with him because he writes, and that's the name of the game." If someone didn't write, they generally weren't alive by mid-game. Heck, with e-mail, anyone can now sit down a zap a three-line note, but is there effort behind it? (And in my current "ghodstoo" PBEM game -- the one where my head is being handed to me on a platter -- even some of those Hobby Greats can barely find the time to correspond, and they stare at the terminal all day! Have we lost the Correspondence Aura when we went cyber?) As Jamie mentioned in his piece, there's just something about sitting down in front of the board, or at the table, with your freshly-arrived correspondence -- usually ignoring friends, family, food, or other distractions the minute you tear open the envelope and began devouring the contents. THAT can't be replicated via any other means.

I'm sure the devotees of ftf and PBEM would tell me that I overemphasize the bennies of PBM and downplay their modes. And perhaps I do. I mean, I love the convenience of e-mail, and you can't beat ftf for real-time enjoyment and reaction from your buddies as you play. All these media have a part in hobby participation. It's just that, for my "cuisine," I'd rather have a diet of "snails." Call me wacky if you will.

{Mark Fassio is the former S&T Editor of DW, and wrote the "How to Play Turkey" article in TAHGC's Gamer's Guide to Diplomacy many moons ago. In his 21 years of PBM, he has sent in moves from northern Iraq, Saudi Arabia, the Republic of Georgia, and (gasp!) Ohio, and never missed a deadline (must be that PBM luck). Despite all of this, he's still only an average guy in a great hobby -- but someone you'd take home to meet your mom.}

Alliances: The Russian/Austrian Alliance

By Marc St Rose and Marcel van Vliet

INTRODUCTION

This article is about the dynamics of a Russia/Austria alliance. We'll discuss the 'why' questions and leave you with a framework within which anyone can play a successful R/A alliance. One should remember that 'rules' are never unbendable, but the following will give you good understanding of the ins and outs. Use them as you like.

We'll be presenting the perspectives of both Russia and Austria. We've experienced it in a game and both of us have won a solo victory with Austria after successfully stabbing our Russian ally in the well-respected Compuserve dip-community. The R/A alliance can work well for a long period of time and, as is the case with any alliance, a stab is not necessarily the best course of action. Game-events should always direct your course of action.

In any case, our main point is, with or without a Stab, R/A is a far more powerful beast than the universally dreaded R/T.

THE OUTSET - AUSTRIA-HUNGARY

The first goal for any Archduke must be to survive and just that. If Austria survives the first onslaught of the Russian/Turkish hordes, his chances will be good. The stats prove Austria to be a high win/elimination country, like Germany. Logically, this is due to their central place on the map. The essential attribute for the Austrian player is to be a good diplomat. Strategy and tactics, important as they are, are secondary to diplomacy in making it possible for Austria to survive the first couple of seasons.

From the outset of a diplomacy game, no Austrian position has any hope of short-to-medium term prosperity without at the very least a state of peace with Italy over the Venice-Trieste border. This is obvious. Without peace with Italy, there is no Austria. Fortunately, the same holds true for Italy, for Italy will pay dearly if the Austrian player is a bad loser and/or decides to go suicidal on Italy. Both Italy and Austria are well advised to pursue the 'Anschluss' - the three-way peace agreement (or DMZ) with Germany over Tyrolia, Bohemia and Silesia. At least in the beginning...

However, Austria's prospects for achieving a dominant position in the medium to long term are closely linked to the Austrian ability to forge an early alliance with Russia. The strongest argument in favour of this course of action is that it prevents the formation of a R/T alliance (which is Austria's worst nightmare).

Forming this alliance may be the most difficult task for any Archduke. However, it can be done. Be communicative, friendly and keep pointing out that Turkey is very difficult

to handle once it reaches five or six centres. Raising the spectre of Turkish hordes in the Balkans and the Mediterranean should also help the Archduke gain a sympathetic ear from his Italian neighbour. Stay friendly to Russia in your messages but be fierce in defending your home soil. Let him know that he should expect you to take no prisoners.

Turkey will always be looking to damage the prospects of either Austria or Russia (or even both) at the start of the contest. If the Turk initially focusses on Russia, chances are good he will be successful in taking the Black Sea and Armenia. If the Turk aims his forces towards Austria, the Archduke must then use any means necessary to entice the Russian Czar to help in his defence. If necessary, bribe him - offer to support Russian gains in the Balkans (Bulgaria is an obvious carrot).

The Russian Czar will often prefer to try sniff out who is the best tactician or player between Austria and Turkey and decide based on this who to ally with in 1902. A solid Austrian defensive game in the east might just bring Russia to the Archduke's side if the Czar feels Austria will not crumble quickly. An Archduke has good chances of gaining this nerve-wracking goal if Rumania is held by a Russian fleet. This fleet is absolutely harmless and useless in a Russian ground attack on Austria. If you're looking at RF Rum in Fall 1901, you're almost there.

THE OUTSET - THE ICE QUEEN RUSSIA

Playing Russia is difficult to do well. As a Russian you're the only power with a possible two-front war in different triangles in 1901. With access to both the Northern Atlantic and the Black Sea (and the Med) Russia's corner and four starting units are justified. Russia is a potent country and has access to both the Northern supply centres of Scandinavia and the attractive Balkan knot. So out of the four neighbours Russia faces he needs at least one close friend _ and, just as essentially, no more than two determined enemies.

In the south Turkey is most attractive to combine with. The Russian armies and Turkish fleets can rule the Med and keep Russia's belly safe. The indestructable Sev Fleet does wonders, when talking to Turkey, in keeping an ally honest. The most outstanding advantage of the Russian power in the South is that both Austria and Turkey will want to ally with Russia. A Turkish/Austrian alliance, though not impossible, is usually highly unlikely (we've never seen one survive past the early years).

Russia's typical course of action is to maintain at least an initial surface friendliness with Turkey. It is, after all, necessary for Austria to prove a capable player. No Russia

should ever ally with an Austria which does not appear able to conduct a strategically sound war. You are better off allying with Turkey and looking to sharing the easy spoils. In such an alliance, Turkey will tend naturally to bear the heavier cost of the fighting - but this is good! There is a good chance that as a result, the Sultan will open up somehow, perhaps by moving that TF Ank towards the Aegean to prevent Italians from raiding Eas. The quick stab that follows: 1) Moving your fleet into Bla 2) Building an army in Sev (-> Arm-> Ank) is almost sure to succeed. What remains of Austria will not be likely to form common cause with Turkey.

The other possibility is allying with Austria. This can be very rewarding in the short and medium term (if only by default). For example, if Austria is looking strong defensively and the prospects for a successful ground attack look poor, the Russian Czar may be 'forced' to be friendly. No matter, a forced alliance is as good as any other. In our opinion, the early R/A alliance is as good as its players, but far more powerful than R/T in the mid-game and endgame situations.

The sheer numbers of a R/A alliance after Fall 1901 means that Turkey will inevitably crumble. The Black Sea offensive described above will make impossible any Turk dreams of expanding beyond Bul. The naval forces should be balanced (2 Turk fleets vs. 1 Russian + 1 Austrian fleet) but the R/A armies will both outnumber and outflank the 2 Turk armies many times.

OPENING GAME SUMMARY:

A "check-list" for a R/A Alliance:

Russia:

- 1) Establish, if not friendly, at least mutually non-aggressive relations with England and/or Germany. And if possible, with both.
- 2) Encourage English/German conflict.
- 3) Do not allow a war to break out with Turkey in 1901.
- 4) Balance your builds between the North and the South (pref. A Sev and F StP(sc))
- 5) Seek friendship with Germany, your second build (from Swe) is VITAL.

Austria:

- 1) Secure Anschluss _ a demilitarized zone with both Italy and Germany.
- 2) Encourage Italy to look to his west.
- 3) In Fall 1901, build armies _ Do Not Build Fleets!

Russia & Austria Together:

- 1) Do Not allow the other players to catch wind of the alliance. The "Galician Bounce" (RA War-Gal; AA Vie-Gal) is not a bad idea.

MID-GAME _ WHAT TO PREPARE FOR IN A R/A ALLIANCE.

From 1902-1905, the R/A game plan should be fairly straight-forward. The interests of both parties are common and if both sides are careful the foundations of a solid long-term alliance will be built.

The first main goal has to be the quick elimination of Turkey. After a quick stab Turkey won't be able to do much harm, but the R/A alliance will quickly become obvious to the other players. The idea is to destroy Turkey, secure that common border, and build the resulting armies (and fleets) before anybody has time to do anything about it. The chief dangers lie in Italy sensing danger and attacking Austria and in England/Germany spotting the Russian build-up and allying to stop Russia from securing the northern border.

Second main goal is crossing the Mun-Ber line. If Germany is let down by its Western brothers, this task should not meet with too many problems, especially as Russia will have the momentum of the Northern game, above all if England decides to swallow some German SC's before the German collapse. Crossing the Mun-Ber line is the more difficult of the two main tasks. But if the line can be crossed, either by Austrian occupation of Ruh/Bur or Russian occupation of Kie/Den, little can go wrong in terms of opposition from any other power - the chief dangers becomes disintegration of the R/A alliance itself. The goal of crossing the Mun-Ber line must be achieved as quickly as possible, again in order to make the other players recognise R/A's supremacy before a defensive alliance can be forged.

KEEPING THE PEACE

Russia must be aware that Austria will expect Russia to do the heavy battling against Turkey as Austria is in a poor position to access Con and the rest of the Turk homeland. The interests of both powers agree then with Russia reaping most of the early rewards. However, the easy mistake for the Czar to make is forgetting to leave some sort of defensive line across War-Ukr-Rum-Sev. Removal of too many forces in that area will prove too powerful a temptation for the Archduke to resist!

To maintain a solid long-term foundation for the R/A alliance, the war in the centre should be a mirror image of the Turkish campaign. Austria should be expected to bear the brunt of the fighting and receive the resulting gains) with Russian forces in support. This will create a window of vulnerability for Austria which matches that of Russia in the south: Neither the Archduke nor the Czar can then reasonably expect to undertake a stab without facing the immediate loss of Supply Centres himself.

Russia will by now be engaged in conflict in the north. The Czar will be under pressure from the English. The early gains from the south should have been converted en masse into a formidable fighting force in the North. Building a northern fleet F StP(sc) in Fall 1901 is a favourite. It allows for a naval attack on Germany and the convoying options

seem almost endless. Russia should try to get hold of the Baltic Sea, even if it means losing Sweden in the short term (1902-1903). The Baltic is Germany's weak spot, and a key to establishing eventual dominance in Scandinavia _ especially if Germany has not built a second fleet in Fall 1901. This might involve another stab (get your knives sharp dear Russian) and makes the involvement of Austria aid in a German war (by 1903 at the latest) all the more critical.

Shares of R/A centres, if shared equally :

Russia: Mos Stp War Sev Ank Con Rum Swe Ber (8)

Austria: Bud Tri Vie Ser Gre Bul Smy Mun (7)

For starters. Russia should be garrisoning the south with at least 2 units, leaving 6 units to push through the North and Central of Europe. The North should hold at least two fleets, with at least one army. For a northern offensive another unit (F or A) is desperately needed. England will be throwing most of what he's got against you (at least 4 units, mostly fleets). Russia is gaining the greater part of the Turkish spoils, which might give Russia one more SC (Smy). However to keep the balance, we'd prefer to give Austria Smy not only so that it can build additional (badly needed) naval power, but also making sure that Austria has a stake in the south and therefore something to lose from a mid-game stab.

Gains in the centre will be slow and hotly contested. Austria's second (after the Balkan) theatre for lucrative expansion will be Italy. So while the Czar is concentrating on establishing primacy in the north, the Archduke should in mid-game be looking to insinuate his own naval power around the Ionian in preparation for an Italian campaign.

THE STAB - WATCH OUT FOR (VERY) SHARP KNIVES.

The opening game positions of France, Turkey, England & Russia are enhanced by their positions on the corners of the map. The long-term potential for Austria, Germany & Italy is made more powerful by the fact that the home Supply Centres is relatively closer to the areas that will be centres of conflict.

Considering this, it is easy to see why there is a greater likelihood that a R/A alliance will be broken by an Austrian stab as opposed to being broken by a Russian stab. Newly-built Austrian forces are more likely to be in a good position to turn on Russia than is the case for newly-built Russian forces.

Avoiding the stab is the work of both partners in a R/A alliance. One cannot begin an alliance planning on executing a stab later. Stubborn insistence on such a strategy is as likely as not to end in one's own defeat. There are a few things partners in the R/A alliance can do to make the alliance last successfully.

On the part of Austria:

1) Do not allow Italy to become involved in the eastern war against Turkey. Doing so invites a combined Russian/Italian attack on Austria.

2) Avoid conflict with Italy until Turkey has been completely defeated. Such a conflict minimalizes Austria's value to Russia - who is doing the bulk of the work in the war against Turkey and could potentially see little point in propping up a lame-duck Archduke.

3) Do not become overly embroiled in a German war, and definitely not too early. Russia will be gaining the lion's share of the gains from Turkey. By expanding too aggressively to the north, Austria faces the potential worst of both possible worlds: Inadequate forces remaining to defend the Balkan gains and any new gains (Munich, Berlin) being extremely vulnerable to assault by not only Russia, but almost every other surviving power.

On the part of Russia:

1) Do not give Austria the opening. At the very least, a garrison in Rumania is a must. And if this garrison is an army it will go a long way towards keeping Austria honest, especially since Bulgaria is most likely to be the Austrian's first share of the Turkish war.

2) Avoid building southern fleets. And the one Russian southern fleet should not wander east of Turkey even if Austria invites it to. One fleet and one army should be enough to keep Turkey securely within the bosom of Mother Russia for a real long time. Three units is not a stiff price for guarding such a large southern border.

3) Do not wander too far into Germany on your own. Until Scandinavia has been entirely secured, ownership of German home points is likely to be more costly to the Czar than it is worth _ unless the allied Archduke is advancing west at the same time. Besides, Russians in Turkey, Scandinavia AND Germany are likely give birth to an immediate Western Triple _ not to mention leaving Austria wondering exactly which way a (relatively) poor Archduke is to turn.

THE ENDGAME - STALEMATE IN SIGHT

Here is a real difficult goal for the Alliance: preventing the stalemate lines from forming. The down side of the alliance is that it's sure to be short of concentrated Naval power. On the land, R/A is unbeatable; at sea, however, it can be a whole different ballgame. Austrian and Russian fleets are in different areas and cannot help each other's break out into the North Sea/Norwegian Sea and the Western Med/Atlantic.

The likely result of the R/A alliance is the destruction of Germany and the growth of a healthy England and a strong France. This means the North Sea/Norwegian Sea and the

Western Med/Atlantic are likely to be well defended - unfortunately, because they are very strategic areas and at least one of the two must be captured to secure a 17/17 draw. If Russia can break England in the North or Austria can effectively capture Italy (while building Fleets) things are looking good. Good luck!

CONCLUSION

While much is traditionally made of the power of the Russia/Turkey alliance when it emerges, a Russian/Austrian that quickly conquers Turkey and survives into the mid-game has far more potency than the feared R/T. The R/A has the same advantage of a secure corner of the map that the R/T enjoys, but is not slowed by the disadvantage of the distance of Turkey's home supply (building) centres

from the centre of the mid-game action. In our experience this advantage might cause R/A alliances to be somewhat instable and subject to naval harassment by the other powers. On the other hand, the alliance is unbeatable on the land, with its vast numbers of armies. If any of you readers encounters us as Russia or Austria we'd encourage you to join us and watch this fast moving steamroller sweep the board!!

{If you have any comments on this article you can send your E-mail to: Marc St Rose (Canada) 76742.1010@Compuserve.com, or Marcel van Vliet (Holland) 106101.2721@Compuserve.com. Please CC your comments to Diplomacy World at 73567.1414@compuserve.com.}

Napoleon's Mistake

by Stephen Agar

Napoleon almost won his own personal game of Diplomacy, yet despite dominating much of Europe he eventually came a cropper because he did not rule the waves. This article will suggest that the same is true of Diplomacy, that the French player who takes control of the seas and neutralises England can win the game, while those who head eastwards without first tackling London will merely be repeating Napoleon's mistake.

Rather than spend an article looking at various options on French opening strategy (you know the sort of thing, what to do about Belgium, should France take Portugal with an army or a fleet etc.) let's look one step beyond all that. France usually gets two builds and is not usually attacked in the first year. Of course there are exceptions, but by and large the western triangle does not resolve into open warfare until 1902. Therefore, let's take 1901 as read and consider France's options in the following years.

Where Are The Next Builds Coming From?

When you think about it there aren't that many options. Either France invades England, attacks into the Low Countries and Germany itself, or develops a Mediterranean strategy and heads east. After 1901 only Belgium is likely to be still neutral, so any expansion will bring France into conflict with a neighbour.

1. England

I don't have any ready statistics at my fingertips to back this up, but my feeling is that in practice the attack on England is probably the most common approach. Partly this is because France finds it difficult to live with the many fleets that England will build early on, partly due to a quite

reasonable fear that as England needs to get in to the Mediterranean to win conflict is inevitable, and partly because it is easy. The unit which starts off as F(Bre) often ends up in Por or Spa sc by the end of 1901. To develop an attack on England will also require a build of F(Bre), something which, to an experienced English player, should start alarm bells ringing. That said, France will obviously explain it away on the grounds that it could equally well be said that the other build of A(Par) is anti-German and anyway F(Bre) will head south.

Whether it is better to attack in S02 or A02 depends on the strategy that England has adopted in 1901. Provided that France is confident that England herself is not going to attack in S02, it seems sensible to me for France to attack in S02 if England has not built a F(Lon) in A01, but to postpone the attack until in A02 if she has. My reasoning is that it is very likely England will have a F(NTH) at the end of 1901, therefore a build of F(Lon) gives England the leeway for a supported move to ENG if necessary (it may not even be a stab - she may want leverage on Belgium and cannot be confident that a move of F(Lon)-NTH will succeed). Of course, France should try to dissuade England from moving to ENG, but if there is a real likelihood of such a move it is probably better to allow it to succeed, than to shoot your bolt by ordering F(Bre)-ENG and having a stand-off. That would disclose your intentions for no immediate gain. Instead, move F(Bre)-MAO, F(Spa)sc Std. and if you're concerned about a possible English move to ENG, then protect Bre with A(Par)-Pic. All that is very plausible and to the unsophisticated eye does not necessarily appear anti-English. Come A02 your orders would be F(MAO)-NAO, F(Spa)sc-MAO - in through the back door. This attack can be devastating if England doesn't get another build in 1902, as it leaves Lpl wide open in S03. Therefore,

diplomatic activity should be centred on encouraging English activity in Scandinavia but ensuring that none of it is successful.

As you would expect this strategy requires at least an accommodation with Germany. There is no point in putting fleets into the North Atlantic if there are German armies in Burgundy. However, it is a brave Germany who launches an all-out attack on France in 1902, as France will probably have three armies with which to defend herself - and if you do find yourself the victim of such an attack it is odds on that England will be joining in anyway. In my opinion the optimum line to sell to Germany is that he should concentrate on Scandinavia and the North Sea, while you attack England via NAO. Hopefully, England will have insufficient units to defend against everyone and will crumble in 3-4 moves.

Once England is subdued, French forces need to turn on Germany/Scandinavia, with an excursion into the Med. if resources permit. At this point an alliance with Russia could be helpful. I believe that it is at this point of the game that some French players spoil their chances by being unwilling to attack their German ally. However tempting it may be to build F(Mar) and send your fleets into the Mediterranean, the pickings there are not good and will never replace the centres available in central Europe.

2. Germany

If, for whatever reason, you are not minded to take on England at this stage of the game, the other serious alternative is to consider a push into Germany and the Low Countries. This is a more difficult plan as Germany's defensive position is far better than England's from the point of view of defending against a French attack. Germany is able to present a narrow three-space front to a French aggressor, which can be very difficult to crack. The danger is that England may have more to gain from an immediate attack on Germany, as it may allow her to make gains in Scandinavia. On the other hand, if it is possible to ally with Russia to co-ordinate an attack on Germany then it may be possible to use Russian armies to cut any support being given to units in Ruh and Mun. The pros and cons of this strategy differ depending on the fate of Belgium in 1901, so if this is your preferred line of attack this may be an instance when it is better to plan accordingly from the beginning.

A northern opening of A(Par)-Pic and A(Mar)-Bur will ring alarm bells in Berlin, unless it is part of an agreed stand-off over Bur. If such a stand-off is arranged, this would leave only two or three units with a claim on Belgium - F(NTH), A(Pic) and (maybe) F(Hol). If England supports a German F(Hol)-Bel then the prospects for an Anglo-French attack on Germany are not good anyway. Probably, the best solution would be to convince England to support you into Belgium, but if you can't guarantee it for yourself (and what England

will help France to 3 builds?) I would caution against supporting English F(NTH)-Bel as giving two builds to England in 1901 opens up too many uncertainties. A further agreed stand-off with Germany or England over Belgium in A01 (if applicable) at least keeps the position open without allowing your neighbours to have too many builds in 1901.

Assuming a northern opening for England and a southern opening for Russia, a typical situation in this sort of scenario after 1901 builds would be:

ENGLAND: F(Lon), F(NTH), F(NWG), A(Nwy).

FRANCE: A(Pic), F(Bre), F(Por), A(Spa), A(Par)

GERMANY: A(Hol), F(Den), A(Ruh), A(Mun), F(Kie)

RUSSIA: F(GoB)

The three German armies in Mun, Ruh and Hol provide a formidable barrier, and even on the assumption of an all-out Anglo-French attack there will be no instant breakthrough. It is likely that Germany will occupy Bel in S02, but possible that he could be thrown out in A02 provided there is English support for a French attack. If Germany builds F(Kie) and moves to HEL then the situation is complicated further. As I see it, there is only way for France to make quick gains against Germany in 1902 is to enlist the help of either England or Russia in A01. If Germany has opened F(Kie)-Den, A(Ber)-Kie then in A01 she is vulnerable to a Russians F(GoB)-BAL and/or an English move of F(NTH)-Hol. Both would be best. Failing that it will be a slow process and you should be resigned to it taking some time.

Once Germany cracks it may be too difficult to take on England, who will have too many fleets to be an easy target. If Russia has joined in as well it may be difficult to take the attack any further. If this happens a Mediterranean strategy may be the only alternative, but will still leave France vulnerable to a stab from England. Richard Sharp has discussed the idea that France may surrender Brest to England to reduce the likelihood of conflict between them. This strikes me as good news for England (who can build armies one autumn and convoy them into France on the next move), but not in the long-term interest of France (who is precluded from building the western fleets needed to take on England).

3. Italy

Is this really a serious option? I have seen some powerful E/F/G alliances in FtF games, but they are few and far between in postal games. If you do try a E/F/G alliance, the pattern would be for England to go north through Scandinavia, Germany to turn east into Russia, while France pushes into the Med. The principal problem with a Mediterranean strategy is that you are unlikely to make any quick gains, and in the interim you are vulnerable to a stab in the back from England. If you use your two builds in A01 to build F(Mar) and F(Bre) then you may well leave

yourself open to an all-out attack from Germany in S02 as only two of your five units will be armies (and one of them may well be stuck in Por) and it is very likely that Bur could be forced immediately. Therefore, it may pay to be a little cautious.

Assuming a build of two fleets in 1901, in S02 France can order F(Bre)-MAO; F(Spa)sc-WMS; F(Mar)-GoL, followed up by F(MAO)-NAf; F(WMS) S F(GoL)-TYS in A02. But it is difficult to see how an attack on Italy can result in a build in 1902, as Tun will presumably be covered. A more flexible tactic may be to build A(Mar), F(Bre) which has the advantage of not signalling an immediate invasion of Italy, and then ordering A(Mar)-Pie, F(Spa)sc-WMS, F(Bre)-MAO. If Germany can be persuaded to order A(Mun)-Tyr then there is a possibility of a supported attack on Venice, while the build of A(Mar) at least provides some disincentive for Germany to stab you.

Any France who attacks Italy first isn't going to be sufficiently strong to make things happen on the Diplomacy board, her mid-game strategy will be about defending her home centres from her neighbours.

Conclusion

If you imagine that Switzerland is the pivot around which French fortunes will rotate, France will have to reach Mos at one extreme or Trieste at the other in order to win the game. Supply centres on the French target list break down into the following groups:

Core centres: Home centres and Iberia; England; Low Countries; Germany = 13
Plus five from: Den, Nwy, Swe, War, StP, Tun, Rom, Ven, Tri, Nap

It is very unlikely that France can win a game without taking the English and German home centres. This means that if Turkish or Italian fleets manage to seal the entrance to the Mediterranean then France needs to get into Russia to win the game. The more that France is able to push into the Mediterranean, the less centres needed in Scandinavia and Russia. If France can get as far as ION then she could win without any Scandinavian or Russian centres.

All things being equal (and they rarely are) it would seem easier and more efficient for France to despatch England first among her neighbours. In this enterprise, Russia would seem a natural ally, partly because she can weaken England by taking Scandinavia, and partly because Russia and Germany are natural enemies, and so an alliance with Russia will keep Germany in check. Once England is broken, France should use her fleets to take control of the coastal centres around the North Sea and make an incursion into mainland Europe. A strike into the Mediterranean is worthwhile and may bring in a few much needed centres, but the game will be won or lost in Germany and Scandinavia.

{Stephen Agar is the Variant Editor for Diplomacy World}

New Blood

The following people are either newcomers to DW or have expressed an interest in seeing samples of Diplomacy zines

Robert Dowrey	101 Sunset Terrace, Orchard Park, NY 14127
Andrew Heil	419 Eighth St. W., Northfield, MN 55057
Steve Messier	35 Overlook Dr., So. Burlington, VT 05403
Brendan Mooney	423 Lenox Ave., Westfield, NJ 07090
Dennis Reil	727 Mansfield Village, Hackettstown, NJ 07840-3513
Robert Rivero	PO Box 27, Davenport, NY 13750-0027
Johan Urbanyik	Magistratsvagen 55G:104, S-226 44 Lund, SWEDEN
Seth Vaughn	115 Marion Ave., Merrick, NY 11566
Kevin Welch	PO Box 2195, Madison, WI 53701

1997 HOBBY AWARDS

The following have been nominated by the Hobby Awards Committee. The Committee consists of Melinda Holley (Chairperson), Gary Benhen, Fred Davis, Manus Hand, Robert Lesco, David McCrumb, Brad Wilson, and Andrew York.

Don Miller Award (Hobby Service)

James Burgess - Zine Publisher and US Director of ISO
Paul Kenny - Zine Publisher and US Orphan Service Director
Doug Kent - Zine Publisher and PDORA Chairman
Michael Lowrey - Zine Publisher and Zine Register Publisher
Andrew York - BNC & Publisher of Pointvedra

Rod Walker Award (Literature)

Stephen Agar - "Driving a Juggernaut" (Diplomacy World #78)
Brian Cannon - "Caurion - Used & Abused/Part II (Diplomacy World #79)
Mark Fassio - "Bait & Switch Diplomacy" (Diplomacy World #80)
Larry Peery - "Open Your Dots and Say Aah" (Diplomacy World #78)
Conrad von Metzke - "By a Whisker" (Diplomacy World #80)

Fred Hyatt Award (Best GM)

Robert Acheson
Andy Lischett
Conrad von Metzke
Andrew York
Eric Young

John Koning Award (Best Player)

Teresa Armstrong
Frank Easton
Michael Gonsalves
Doug Kent
Andrew York

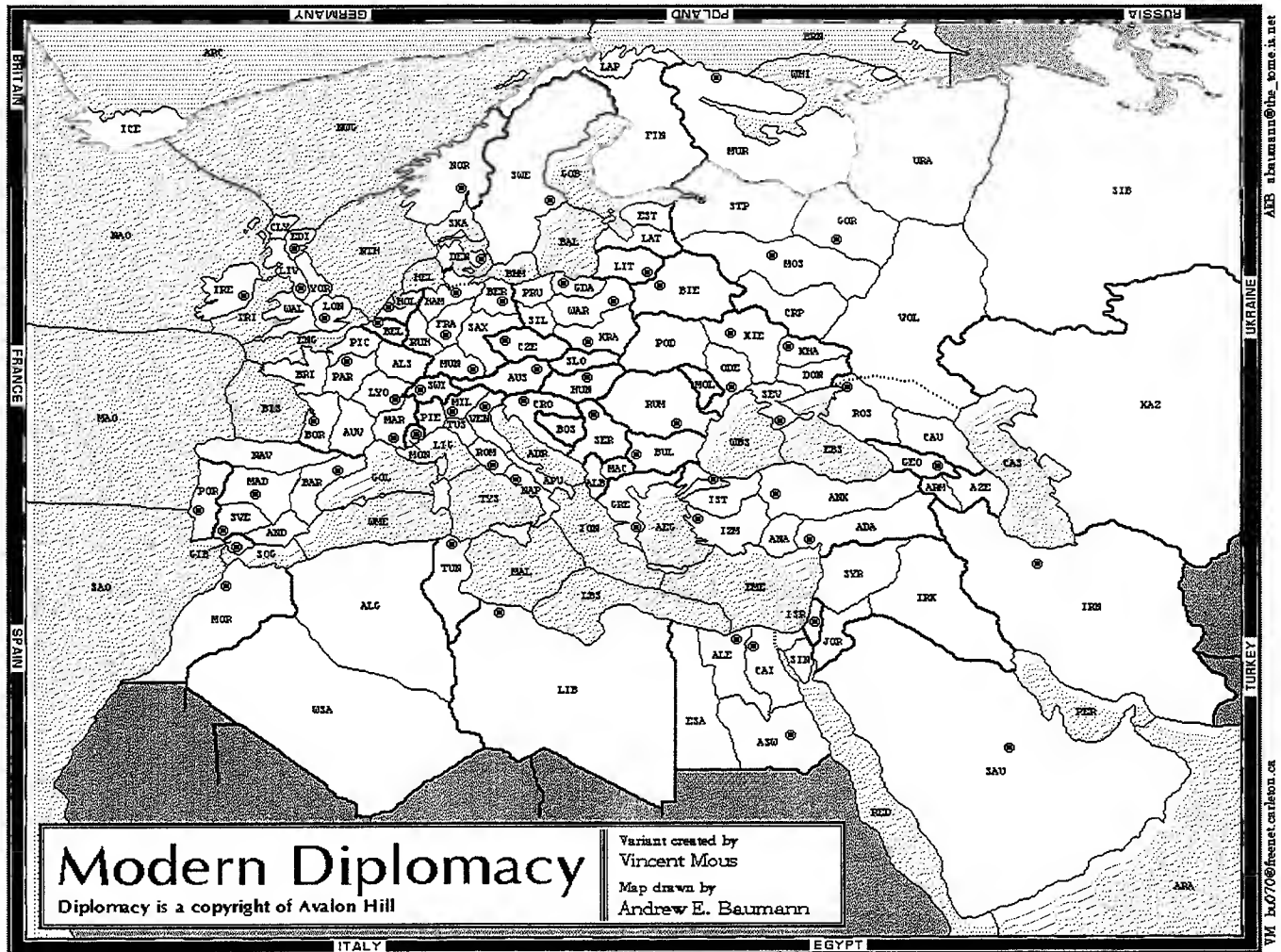
Signed _____

Votes will be accepted through September 20, 1997. Please return ballots to: **Melinda Holley, 1823 Enslow Blvd., Huntington WV 25701.**

Strategy in Modern Diplomacy

by Chris Warren

Diplomacy has a wonderful setting -- the turn of the century with its marching armies, horsed calvary, and diplomatic intrigue. And while the armies often now move via motorized transport and the horses have been put to stable, the diplomatic intrigues of the world, while becoming more subtle, are still fascinating. In this vein, Vincent Mous-Habersgaard created Modern Diplomacy. In its relatively short lifespan, Modern Diplomacy has gotten a huge following in PBEM Diplomacy.



The Modern map is a current map of approximately the same dimensions as the standard Diplomacy map, going a bit further east and south to include the North African Coastline and the Middle East. The powers and their starting locations:

Britain	F Edinburgh	F Gibraltar	F Liverpool	F London	
Egypt	F Alexandria	A Aswan	F Cairo		
France	F Bordeaux	A Lyon	A Marseille	A Paris	
Germany	F Berlin	A Frankfurt	F Hamburg	A Munich	
Italy	A Milan	F Naples	A Rome	F Venice	
Poland	F Gdansk	A Krakow	A Warsaw		
Russia	A Gorky	A Moscow	A Murmansk	F Rostov	F St. Petersburg
Spain	F Barcelona	A Madrid	A Seville		
Turkey	A Adana	F Ankara	F Izmir	A Istanbul	
Ukraine	A Kharkov	A Kiev	A Odessa	F Sevastopol	

The game begins in 1995. Apart from this, all rules of Standard Diplomacy apply. How these changes affect the powers in the game is interesting:

Britain:

Much like England in Standard, Britain in Modern is almost entirely a naval power. In fact, with four fleets, Britain is not hampered with a largely immobile army at game start. Britain is, in fact, more strategically secure in Modern than in Standard, as France, with its Atlantic port moved from Brest to Bordeaux is more of a land/Mediterranean power than an Atlantic one. Britain's major concern early on will be Gibraltar. Obviously vulnerable to Spanish attack, there is little Britain can do to hold it should Spain make an all-out effort to capture it. Negotiation with Spain, or, more often retreat to Morocco is more likely until the fleet arrives from the North. The existence of the Bay of Biscay allows the British to move through the Mid-Atlantic to get at Spain without being an obvious threat to France, opening up more conflict on the west end of the board. In the North, Scandinavia will be contentious as always with Russia pushed a bit north by geography as well as the existence of Lapland to get an additional unit on Norway. The Low Countries triangle with Germany and France, particularly in Belgium, remains contentious as ever.

Egypt:

Somewhat tucked away in the Southeast corner of the board, Egypt is Modern's answer to Turkey, although it's a somewhat easier nut to crack thanks to the positioning of Turkey to the north and Italy a step away to the northwest, besides the fact that it can be flanked from the east. While only beginning with 3 home centers, Egypt has 3 neutrals within easy reach at the beginning of the game, though relations with Italy and Turkey may make it difficult to get all three and protect the Eastern Mediterranean. In fact, the Eastern Med is a tremendous point of contention, being a sea zone that borders on 2 home centers of two different nations. Egypt can force the Eastern Med at game start, but some understanding with Turkey must be reached quickly, or all Egyptian efforts will have to be directed north for simple self-preservation. Add to this the fact that one of Egypt's natural neutral centers (Saudi Arabia) basically forces it to go backwards for a year before coming back to join the fray, and you have a challenging corner position.

France:

Unlike France in standard, France in Modern is known as a weakling, along with Germany and Ukraine among the most difficult to win with. A good portion of this is due to the existence of Spain, taking what was once France's safe corner position, not to mention a couple easy supply centers. Instead, France's natural direction of growth seems to be east and south. Switzerland is now a supply center, and Monaco is an easy tackle for France, as well as Belgium being a possibility. The other major change in French positioning is the movement of its Brest fleet to Bordeaux. With Bordeaux being quite a ways away from any immediate attacks, apart from an immediate drive on Spain,

France is more of a land and Mediterranean power. This means that the France/Britain alliance is certainly well situated in their own spheres of influence. Unfortunately, a French drive east or southeast means leaving its back open to the Spaniard, with predictable results. All in all, a much more precarious position for the Tricolor.

Germany:

Germany's position doesn't change much from Standard. As usual, she is in the center of the board, surrounded by enemies. To make things even harrier, France is pushed to be a land power, and Italy's avenue of approach is opened through making Switzerland passable. Of course, a lot of these things are double-edged as Germany also has a wider path of expansion in all directions to find success. The biggest question is where to choose, since Germany can make initial strikes into the Alps, Lowlands, Scandinavia, and Balkans, not to mention actually at France or Poland. Decisions, decisions! Active diplomacy will be a MUST for a successful German player to keep his enemy list down while reaping some of the nearby bounty, or another German division will quickly come to pass.

Italy:

Of all the nations carried over from Standard to Modern Diplomacy, Italy gets the best deal by far. Austria-Hungary is no longer present to rub shoulders with the Italian. Italy now starts with 4 centers, a bounty of dots in the Balkans and Alps, and an open African coastline to explore. Add to this that Turkey is moved out of its corner position and you have an Italy to truly be feared. While Italy is still somewhat central, this is more of a benefit than a detriment since it can be considered to have some of the southern edge of the board to work from. In addition, Italy's shape makes it difficult to conquer by land, with Rome and Naples likely to hold even in the event of disaster in Milan and Venice. Italy is well situated to gradually expand into the Balkans while solidifying and expanding to be the ruler of the Mediterranean, west or east, and it can choose its battles well, only really fearing a Franco-Spanish or Turko-Egyptian alliance.

Poland:

Much like Germany in Standard Diplomacy, Poland in Modern has an internal position with limited naval access and a lot of generally unhappy neighbors. One of the 3-center powers, Poland is precariously perched between west and east, forming part of the Bielorussian triangle -- Bielorussia is a neutral supply center which borders on the home centers of three different nations -- with Russia and the Ukraine, as well as having to compete for centers in the Balkans. Fortunately, the existence of a "dead zone" in western Poland facilitates an easy DMZ with Germany, allowing Poland to concentrate east and south. The question of Bielorussia is much like Belgium in that it will precipitate

(or at least give an excuse for) war between the three northeastern powers. The question is, who will be the one in the inevitable two-on-one?

Russia:

Much like in Standard Diplomacy, Russia is the largest of the powers, starting with 5 supply centers to represent its comparatively large (200 million+) population. Also much like Standard, the existence of that fifth center is more of a balancing factor than a bonus. Russia is pushed more to the north in Modern, getting centers in Archangel to have easy access to the Barren Sea as well as St. Petersburg to the Baltic. In addition to its two central home centers, Russia also has a center in Rostov. If accommodations can be made with the Ukraine, Rostov can give Russia a handle on both the northern and southern waters through the Black Sea. If not, the Ukraine is a definite enemy. In any case, the dual northern centers in addition to Lapland means Russia cannot be denied Sweden as easily as in Standard and, in any case, can usually afford to be more of a Scandinavian power, though of course Ukraine and Poland can cause trouble through Bielorrussia and Turkey can flank Russia from the southeast.

Spain:

Spain's position is an enviable one -- a naval power with limited land approaches to its home country and access to both seas. The one crimp in Spain's initial plans is dealing with the British home center in Gibraltar. In most games, Spain will capture Gibraltar and Morocco, taking up to three years in the process before looking outward -- usually to France. The real question to Spain is how Britain reacts to losing Gibraltar and what Italy and France are doing. Spain's best plan may be to make short, tactical alliances (if possible) while improving its naval position in the Atlantic and/or Mediterranean. An alliance with Britain is also not unheard of, but more often than not, this involves the Spanish take of Gibraltar to avoid sticky building situations while the British hold Morocco and advance east along the African coast.

Turkey:

The old "Wicked Witch of the East" will have to have some extra tricks up her sleeves in Modern Diplomacy. Although

Austria-Hungary is now gone, Turkey now has two northern neighbors to deal with as well as Italy through the Balkans and Egypt from the south. In addition, the expansion of the map to the east means that Turkey can be attacked from behind if not careful. Of course, with vulnerability comes many routes of expansion. A Turko-Egyptian alliance can play the part of a Standard Russo-Turkish "Juggernaut" sweeping the board from east to west, even more so if Russia itself is involved. Turkey must play a more balanced land/sea expansion route, and controlling both the Black Sea and eastern Mediterranean is both more important and more demanding than before. To that end, if Turkey can get control of the Eastern Med, a quick strike both amphibiously and through the Middle East at Egypt may be a defensive measure, as Egypt is surely considering the same thing.

Ukraine:

Ukraine, although having two coastal home centers, is almost completely landlocked, its only access to the ocean through the Black Sea and the Dardanelles. This means, if the Ukraine wants to expand navally, it has no choice but to go through Turkey. Fortunately, this isn't truly necessary. The Ukraine is in a good position to take advantage of the Balkans and the Bielorrussian triangle. It also has a fair chance of taking Turkey out, should it be able to hold the Black Sea, either in cooperation with Russia or with a neutral Russian. The Ukrainian position requires at least one strong ally in the east and consistent expansion to keep from stagnation and attack. Access is, of course, a two-edged sword, with Russia, Poland, Turkey, and occasionally Italy in position to quickly stick a knife through soft Ukrainian defenses, but if life were that easy, would it be fun?

All in all, the nations in Modern Diplomacy are somewhat more challenging to play, due to more neighbors in general, as well as freer movement across the board and less "dead space." There are some balancing problems, but Diplomacy is supposed to be self-correcting, with the more naturally powerful nations having a difficult time finding friends to further their strength. If ten players can be found, Modern offers a good solution for getting all involved with no rules changes and a wonderfully modern feel. If only we could get the real leaders to play. Or perhaps they already are....

{Chris said that if I couldn't say anything nice about him, not to say anything at all....}

Swords and Daggers

The Diplomacy World Letter Column

Paul Barker [North Somerset, England]: Regarding the article on the Three Build Opening, I am not sure that such a successful 1901 is desirable. One certainly does become the centre of attention.

Far more useful perhaps is to manoeuvre so as to gain two builds (while possibly denying something to another power) and placing oneself in a position to pick up the third build in 1902. An example might be Germany taking Denmark and Belgium in 1901. Holland may well be set up for all to see, but the other players seem far more tolerant of this than going for all three in 1901.

Dippers Are What They Eat, and How Sweet It Is!

by Larry Peery

My last survey of Diplomacy players, on the emotions they experience while playing the game, in THE DIPLOMATIC POUCH (You can read it for yourself at <http://devel.igo.org/DipPouch>) was such a resounding success, I've decided to do another one. And this time it is one you can really sink your teeth into.

We all know that armies march on their stomachs. The quotations books are filled with variations on that theme. But what about diplomats? Do they "lie on their stomachs?" Perhaps Adlai Stevenson, once the US Ambassador to the UN, put it best when he said, "Diplomacy consists of equal parts of Protocol, Geritol, and Alcohol." Stevenson was a two martinis for lunch man himself, by the way.

What about Dippers? What's the WDC track record on food? WDC I was known for its university cafeteria food; which meant fish, chips, and peas. Period. WDC II was known for pizza, despite David's barbeque. WDC III was known for its shrimp on the barbie. WDC IV was left-over fish, chips, and peas from WDC I. In fact, I saw a few peas on Shaun Derrick's plate at IV that had been on mine at I. I recognized the dimples in them. WDC V was known for its bagettes, a kind of a long, skinny, dry pizza dough bread filled with pate made from cat livers (which is why you don't see many cats on the streets of Paris). WDC VI was known for its food courts, perhaps the best thing the event offered. VII will go down in history as the swillfest --- unquestionably the worst food ever served by a host site. No wonder the Swedes all looked so pale! David Hood is again offering his Southern style barbeque for next year. Even J-L Delattre, the host designate for WDC IX in Belgium has gotten in the act by proclaiming, "Let them eat Chocolates!" However, chocolates in Belgium are pralines, not some See's variety. Still, sounds good to me.

If I do say so myself, no American DIPCON cuisine can compare with the one I hosted in San Diego some years ago, when attendees feasted on a gourmet Russian dinner of Chicken Kiev, Noodles Stroganoff, and Strawberries Romanov. It was so good that Duck Williams ate enough for two --- and one-half!

What does this all prove? Obviously, all great Dippers love to eat! And from the looks of them, it appears that their favorite round is dessert. What can we learn about Dippers and their just desserts by studying what they eat for dessert? Plenty. However, before spilling the chocolate sauce, I need some data for analysis. So, here's a very simple questionnaire for you to fill out and return to me. You can send hard copy, email, whatever, but please do it by 1 October. Send your response to me, Larry Peery, 6103 Malcolm Dr., San Diego, CA 92115, or to peery@ix.netcom.com.

I will list seven types of desserts. I want you to rank them in order of your personal preference (one top, seven bottom).

Here is the list, and the order in which they appear here means nothing.

1. Fluffy desserts. _____
2. Exotic desserts with unusual ingredients. _____
3. Ice cream sundaes, parfaits, banana splits. _____
4. Fruit sherbet or sorbet. _____
5. Fruit tarts and pies. _____
6. Fruit flans and cakes. _____
7. Chocolate desserts. _____

And yes, in case you were wondering, this is a serious project and there is a serious purpose behind it. If you have a recipe for a special dessert that you like very much, you can send it to me and I will post it in my home page on the Internet. By the way, if your list matches the final one, AND you show up in Namur in 1999 for WDC IX, you will be feasted with Belgian chocolates!

Now, get out those calorie counters and start counting your dots, ah, calories!



The 1997 Runestone Poll

Main List entries finishing at or above average

Zines

(14 on main list)

Rk	Zine Name	Votes	Score
1	S.O.B.	10	9.705
2	Diplomacy World	20	8.734
3	Maniac's Paradise	26	8.712
4	Crossing the Rubicon	21	8.538
5	Costaguana	18	8.204
6	off-the-shelf	17	7.739
7	Making Love in a Canoe	15	6.421

All the zines listed above finished at or above average.
The 7 zines that finished below average are not listed here.

Subzines

(4 on main list)

Rk	Subzine Name	Votes	Score
1	The Pragmatic Iconoclast	8	9.396
2	By the Waters of Babylon	10	7.722

All the subzines listed above finished at or above average.
The 2 subzines that finished below average are not listed here.

GMs

(13 on main list)

Rk	GM Name	Votes	Score
1	Douglas Kent	17	9.260
2	Andy Lischett	6	8.500
3	Conrad von Metzke	13	8.316
4	Chris Hassler	6	8.111
5	Jamie McQuinn	11	8.040
6	Tom Howell	8	7.208
7	Eric Young	5	6.972

All the GMs listed above finished above average.
The 6 GMs that finished below average are not listed here.

To order the 1997 Runestone Poll
publication, send \$5.00 to

Eric Brosius
53 Bird St.
Needham MA 02192

We will mail the publication later in the
year when we have finished compiling it.

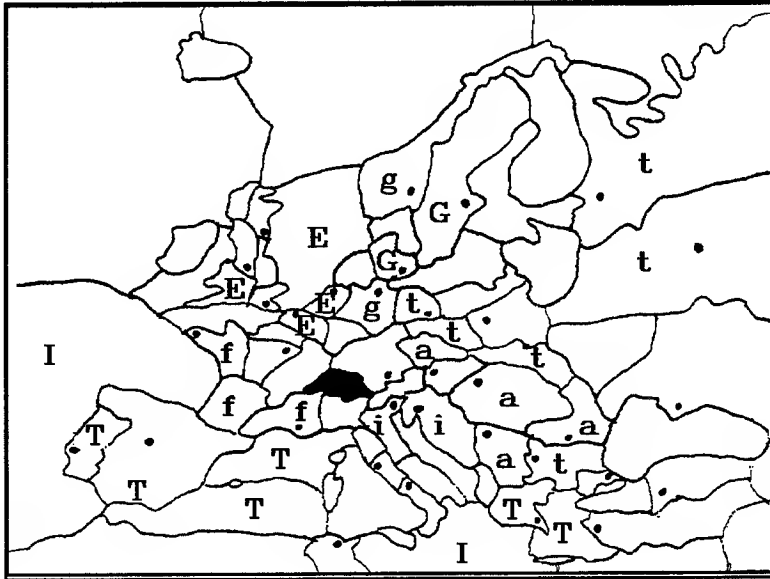
The Diplomacy World Demo Game

Flapjack - 1995HD

The Players: Austria - Dave Partridge
England - Mike Gonsalves
France - Paul Milewski
Germany - Stephen Koehler
Italy - James McQuinn
Russia - Jerry Ritcey
Turkey - Mark Fassio

The GM: Douglas Kent **The Commentators:** Brian Cannon
Jim Grose

Winter 1907/Spring 1908 Results:



Austria: Ret A Mun-Boh, Bld A Bud.
A Kie Ber (ret Ruh, OTB), A Boh-Sil, A Bud-Gal,
A Rum-Sev, A Ser S I, A Tri-Alb (NSO).
England: Ret F Den-OTB, F Lvp-Wal, F Nth S F Bel,
F Bel S F Hol, F Hol S F Bel, F Por-U.
France: Ret A Mar-Gas, Rem F Wal.
A Gas S A Bur-Mar, A Bur-Mar, A Pic-Bre.
Germany: A Mun-Kie, F Den S A Mun-Kie, A Nwy-StP,
F Swe S F Den.
Italy: Bld F Nap, F Naf-Mid, A Ven-Tri, A Tri-Bud,
A Mar-Gas (ret Pie, OTB), F Nap-Ion.
Turkey: Ret A Rum-Gal, Bld A Con, A Con-Bul,
F Aeg S A Con-Bul, F Gre S A Con-Bul,
A Gal S I, A Tri-Ven (Imp), A Sil S A Gal, A Mos-Sev,
A StP H, A Ber S G, A Mun-Kie, F Tun-Wme,
F Wme-Lyo, F Mid-Por, F Spa(sc) S F Mid-Por.

PRESS

Con - Vie: So, you decide to shaft the A/I/T alliance for greedy self-interest, eh? All civilization is dumbfounded at your base perfidy, and clamors for justice (don't ya, boys?!!) You have the edge on my stretched-out forces, but if I can keep my allies, you'll lose Kie and be further whittled down. Like the grape, you shall hopefully wither on the vine...I just hope I'm not allergic to raisins! You are, by far, one of the two best players on this board, methinks (and no, I'm not counting myself as the other). This will be a long, hard, mutually exhaustive fight. And of course, I blame you for it all (yuk yuk yuk).

Tur - Board: If anyone wants to see me die a quick and hideous death, go to the PBEM judge called judge@kleiman.indianapolis.in.us and log on as an observer to the game ghodstoo. Six barracudas and a guppy...

Tur - Ger: You will be the Pheonix in this game. You'll gain vs. Eng, Aus and probably me, and become the power to be reckoned with. MARK my words. Hope you retook Kiel!

Austria - Italy: It won't be too cold, you've got Turkey snuggled up real close behind you to keep you warm.

Tur - Ita: If you make it to Vie, think of your long-suffering support troops in Gal (who have probably been evicted by now). Brother, can ya spare a dime?

Austria - France: Looks like a coalition of one to me, and its pretty crowded at that!

Tur - Eng: C'mon, Mike, I've told you the truth up until now! I'll leave Mid if you don't want me there, but let's not fight!

Vie - Con: You sl..., you total ..., ahh forget it. I'll let my armies do the talking, I just want to turn your dots red, not your ears.

Tur - Fra: Monsieur Paul, a thousand apologies for offending your sensibilities last turn.

Brian Cannon - Turkey's position in this game is due to Faz's success at keeping his opponents (ALL 6 other players) either cooperating with him or divided in their opposition to him. While it appears that he has been helped by distractions or shortsightedness on the part of several players, his demonstration does give an idea of the efficacy of "TALKING" to ones coplayers - voraciously - and of finding common goals upon which to base an arrangement.

In spite of the threat of a solo posed by Turkey, James' Italy continues to support the Turkish advance and press the assault in Austria. Can Revenge, for the earlier Austrian stab, have overshadowed the prospect of losing? It happens. On the other hand, two little tidbits "could" forshadow the fracturing of the T/I (puppet) arrangement. First, Turkey "supports" Italy against Austria via an Impossible order (Gal sup Ven-Tri !). Was this just an honest disorder, or is Faz seeking to keep Italy's help - while denying him builds so as to keep him under the gun and primed for a solo-clinching stab?

And second, Italy leaves Naples into the IONIAN (rather than Tyrhennian) - why? A single fleet would hardly even slow a Turkish stab - even placed in the Ionian. It does, however, sit there in a better position to cut a deal with Austria vs. Turkey - if that could be arranged.

In the west, England seems to have just about bowed out of the game. With Austria valiently "trying" to stop or slow Turkey's march to victory, and Mike's old nemesis, Germany, receiving Turley's help against Austria, all England seemed willing to do was submit a set of mutual support orders as Austria twists. Unless England & Germany can make common cause with France & Austria - or unless Itlay shifts sides this Fall, the game could well be a Turkish Solo by Fall '1910.

Given how players have operated in the past, however, France should drop to 2 units this year as I/T retake Marsailles (don't forget Italy has a retreat to Piedmont) & England recaptures London. England will get a build (should be an army - without German rapproachment it won't make a difference, and with that E/G have enough fleets for the moment but need more infantry on the continent). Austria still has an army retreat to Ruhr, but with Germany hostile and England no help, it probably won't make a difference to Turkey's capture of Munich. And unless Austria "guesses" right, he could also lose Serbia or Rumania dropping him to 3 units and isolating him from the rest of the board as he prepares for the final defense of his homeland.

Jim Grose - English F Nth S Bel - from what? An attack from French A Bur and A Pic? Haven't those two reconciled yet?

France made the right calls by removing F Wal and retaking

Mar rather than trying to hold Por. France will probably lose Mar in the fall but, who knows, maybe he can persuade Italy to switch sides.

What was Germany up to with A Nwy - StP? If he'd taken StP but not Kie then in the fall he could have lost either Den or Nwy. He's not out of the woods yet at home so it's a bit premature to stab Turkey. Also, why wasn't this followed up by F Swe - Nwy? Players (and readers), are you unaware of conditional moves, of the form:

If Eng F Den R OTB or England removes F Hel or F Ska
 A Nwy - StP
 F Swe - Nwy
 else
 A Nwy holds
 F Swe S F Den

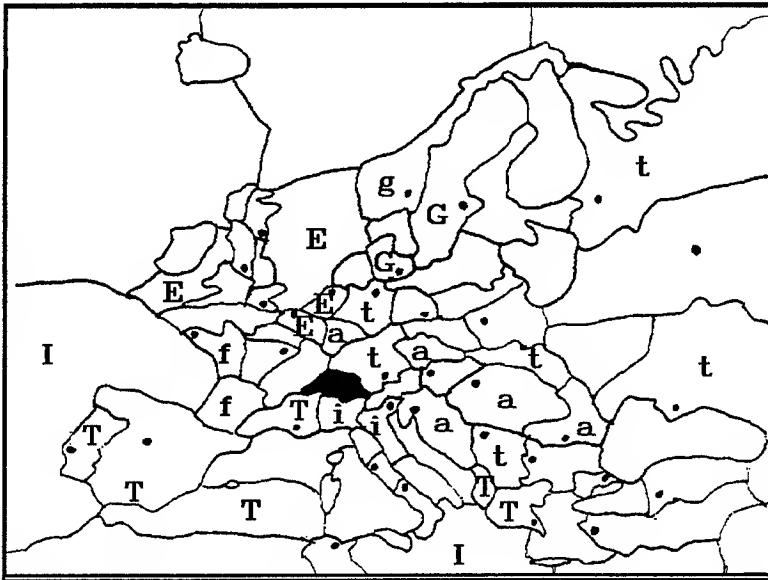
The implosion of the Austro-Hungarian empire continues but, to Emperor Dave's credit, not without a fight. Apparently he and Italy "agreed" to attack Alb together so that Turkey would lose either Gre or Bul in the fall. One problem: Italy was lying!

Italy had no guarantee that he'd take Bud, even with Turkey's support. Given that this was a spring move, a more sensible joint move would have been A Tri S A Ven - Tyl, A Gal - Bud.

Turkey did little that can be criticized. His A Rum R Gal rather than Sev means that he'll evict AH A Rum only after taking Bud or Ser (and covering Sev). Still, A Gal certainly gives him and Italy several joint attack options - if they can get their moves straight.



Fall 1908 Results:



Austria: Ret A Kie-Ruh..A Ser-Tri,A Bud S A Ser-Tri,
A Rum-Gal,A Ruh S T. A Ber-Kie,
 A Boh S T. A Sil-Mun.
England: F Wal-Iri,F Bel H,F Hol H,
 F Nth S G. A Nwy(OTM).
France: A Gas-Bur,A Mar-Bur,A Bre H.
Germany: A Kie-Mun,F Den-Kie,F Swe-Den,A Nwy-StP.
Italy: Ret A Mar-Pie..A Pie-Mar,F Mid-Gas,F Ion-Tun,
A Tri Vie(ret Tyr,OTB),A Ven-Tri.
Turkey: F Gre-Alb,F Aeg-Gre,A Bul-Ser,A Gal-Vie,
 A Sil-Mun,A Ber-Kie,A StP-Nwy,A Mos-Sev,
 F Spa(sc) S F Lyo-Mar,F Lyo-Mar,F Por S F Spa(sc),
F Wme-Tun.

Supply Center Chart

Austria	Vie,Bud,Rum,Tri=4	Remove 1
England	Lvp,Edi,Bel,Hol=4	Even
France	Par,Bre,Lon=3	Build 1
Germany	Swe,Nwy,Den=3	Even
Italy	Ven,Rom,Nap=3	Remove 2
Turkey	Con,Smy,Ank,Bul,Sev,Gre,Mos,War,Spa,StP, Ber,Tun,Mar,Por,Mun,Kie,Ser=17	Build 5 (Room for 3)

PRESS

Turkey - All: Regardless of whether this works or not, I offer my apologies for renegeing on my support and alliance offers. Austria (yes, Austria!) made me "an offer I couldn't refuse," and I want to try this, in the off-chance I can end the game in this turn. This option will do one of three things: get me 18 and end the game; get me 17 and offer the board a chance to rally against me and reduce my overextended units; or get my suckered by Dave the Master. If that turns out to be the case, then I've managed to alienate my last two allies, and will face a united board with no hope of trust. Makes me shiver when I think of the "screw potential" Dave could do to me...but somehow I trust him this season. Time will tell if I misplaced my trust.

Vie - Rom: Always leave someone an out, there's no one more dangerous than the one who has nothing left to live for.

France - Turkey: Looking at this board reminds me of the story of the two men running from a hungry lion, one of whom stops to put on a pair of running shoes and the other man asks why bother, since neither of them can outrun a hungry lion, to which the first replies, "I don't have to run faster than the lion, I only have to run faster than you." I am sorry I am not the one with the metaphorical running shoes in this game, as your gaping jaws are perilously close to my dots.

Vie - World: The fat lady's singing, and she's got a Turkish accent.

Germany - Commentators: Actually, you guys have very little insight into what is happening in this game. You see an odd move and criticize, when actually, someone just betrayed someone else. Perhaps copies of correspondence should be sent to the commentators, so they would be able to intelligently critique the game.

Turkey - All: When this thing ends - be it now, next turn, or in 1918 with a crushed Turk - we all owe Dave Partridge a hearty "thanks" for a great game. He was the architect of the anti-German moves (both times in Munich), the brilliant anti-Italian moves, and for his vision and "game face" this game. He is a rare and enjoyable breed in this hobby, and deserves honorable mention here as (in my mind) the best player on this board. Those who watch this match should follow his style and counsel, for it's guaranteed to bring fun and victory in most cases.

Vie: Faced with internal turmoil and the horrifying thought of Italian occupation, the Austrian government stepped down today and placed the country under the protection of the Sultanese of Turkey. "If we are going to be occupied, we are at least going to pick

the occupier. This way we know the country will be well run and the civilians protected" said Hauptmann Beirstein in announcing his resignation. "We shudder to think of the situation if things were being run from Rome."

Faz - Dave: Well, let's see if you've done me wrong, or held true to your word. Can't blame you EITHER WAY this turns out...

Fall 1908 Commentary

Brian Cannon - Damn I know I was expecting Faz to stab sometime but Damn (ok, shake it off, Brian) Wow !! So much for timing my predictions. Turkey nukes puppet Italy forcing two removals. Austria takes counter-REVENGE on Italy by throwing the game to Turkey at Italy's expense. Germany and England at last "seem" to have stopped fighting. And France continues to hold at 3.

Is it possible to stop a Turkish solo now? If Austria follows thru with his revenge - no way! If Dave suddenly decided to change sides and (repeat AND) everyone else coordinated together with absolute trust and faithfulness - and tactical acumen - probably, but it would still be close. Several of Turkey's extremities are overextended and vulnerable to attacks this year. St Pete & Kiel to E/G, Munich & Serbia to Austria. Marsailles to France (with English naval help cutting supports from MAO in the Fall). On the other hand, Turkey gets three builds throw at Austria and a good shot at some Italian centers as well and any defense by Austria looks to involve some guesswork as Turkey has units in position to threaten a walk into any Austrian dot if it is vacated.

It will be interesting to see if (a) F/I/G & E approach Austria now with offers of solidarity in a last ditch attempt to stop the Turkish solo; and if (b) Austria is even willing to take the chance. It may be that, in return for helping Turkey net his win, Faz will agree to take his remaining dot from Italy as Austria helps him hold his far flung gains.

One final comment on Germany's comment on the Commentators. Commentating is often more involved than it looks, as Stephen points out. We see the moves and take the time to follow the flow but there may well be maneuvering behind the scenes that isn't apparent. In this game Turkey's mastery in keeping his opponents from uniting against him has been telling. It is noteworthy when so many powers are so unable to put together an effective defense against a single, obviously (to the commentators, at least) threatening power for so long. How it was accomplished is the subject of speculation (sometimes more accurate than other times) and I hope the players themselves will comment on this in their EOG statements.

Oh, and if Doug is still open to additional commentators in the NEXT Demo game, here is your chance to sign up and turn the tables. Your current commentators will try their hands as Austria & Russia in "Ruy Lopez"!

Jim Grose - Germany is correct. It's impossible for Brian and me to give detailed analysis when all we have to work with are the moves and press. This is not a Gunboat game

yet that's how we're forced to treat it. Brian and I are both players in the latest DW Demo game and I, for one, will be providing the commentators with a confidential summary of each turn's diplomacy from my perspective.

That said, here are my educated guesses as to what's going on.

Turkey tried but failed for 18 this turn. He only has Austria-Hungary left as a possible ally. What was the "offer he couldn't refuse?" Did Italy (and Germany?) refuse to ally with Austria-Hungary, as suggested in the Vie - Rom press, forcing Austria-Hungary to toady to Turkey in order to survive?

English F Wal - Iri rather than - Lon suggests one of two things: 1. The French withdrawal from Bur and Pic in the spring convinced England that France is fighting Turkey, their common enemy. England thus left Lon in France's column to supply an army on the continent. 2. England forgot that France still holds Lon!

France had only two armies against four T-I units around Mar and doubtless knew nothing about Turkey stabbing Italy, so he assumed he'd lose Mar. Thus he chose to self-bounce in Bur to protect it from A-H A Ruh - Bur. This would have been my third choice.

First would have been A Gas S A Mar. There was no need to protect Bur since on a fall turn Austria-Hungary would doubtless use A Ruh in a supported attack (whether his own, Germany's or Turkey's) on Mun.

Thus if France lost Mar he could retreat A Mar - Bur rather than rebuild in Par. With this move there was a better, if still slim, chance that he would take Mar.

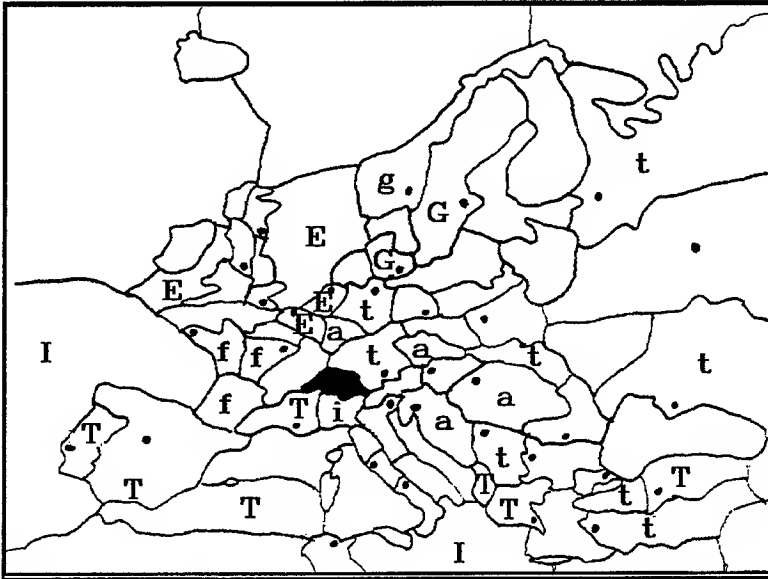
Second would have been A Mar S A Gas - Bur. If Italy ordered F MAO - Gas, great. Better there than in MAO. France would be virtually guaranteed to take Bur and, should Italy not order F MAO - Gas, he could retreat A Mar - Gas rather than build A Par.

Italy was duped although in retrospect he and Turkey may have been at war since Spring 1908 when he moved F Nap - Ion.

Germany certainly thought he was defending Mun and retaking Kie from Austria-Hungary, but it wasn't to be.

Turkey may take Rum next but will probably lose Kie and either StP or Sev. Once his four or five new units all reach the front, however, I have no doubt that he'll reach 18.

Winter 1908 Results:



Austria: Rem A Rum..Has A Tri,A Bud,A Ruh,A Boh.
England: Has F Iri,F Bel,F Hol,F Nth.
France: Bld A Par..Has A Par,A Gas,A Bre.
Germany: Has F Den,F Swe,A Nwy.
Italy: Ret A Tri-OTB,Rem A Ven..Has A Pie,F Mid, F Ion.
Turkey: Bld F Ank,A Con,A Smy,plays 2 short..
 Has F Ank,A Con,A Smy,F Alb,F Gre,A Ser,A Gal, A Mun,A Kie,A StP,A Sev,F Spa(sc),F Mar,F Por, F Wme.

Now Proposed - A/T Draw, Turkish Concession

Winter 1908 Commentary

Brian Cannon - Not much has changed due to the builds/removals. Austria still looks pro-Turkish (removal from Rumania), but could still change sides and help E/G push Faz back in the center and Italy isn't worrying about Austria anymore (removals from Trieste & Venice) but could still hurt Faz by taking Tunis and helping France retake Marsailles.

Faz's Fleet in Ankara could be used for convoying an army to Rumania or supporting an attack on Rumania (anything else he could probably accomplish just as easily without that fleet). But that only becomes important if Austria turns his coat - in which Case things could get very interesting in 1909.

Jim Grose - Not a lot can be said on an autumn / winter move but let's give it a try.

England and Germany issued the adjustments expected: none.

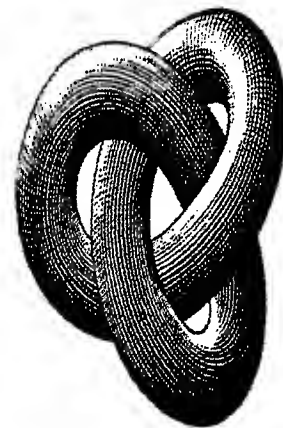
Similarly France built the only thing he could: A Par.

Italy's removal of A Tri and A Ven indicate that if he considers Turkey to be more of an enemy than Austria-Hungary. Perhaps he hopes to next convince Austria-Hungary to join him against Turkey. His A Pie and F MAO will make things interesting around Spa and Mar while his F Ion may give Turkey problems closer to home.

Austria-Hungary's removal of A Rum, on the other hand, suggests he's still allied with Turkey.

Turkey's build of F Ank was the biggest surprise. Perhaps he felt that he couldn't trust Austria-Hungary to remove A

Rum and thus, if he was to move A Sev - Mos to support A StP in the fall yet not lose Sev to Austria-Hungary, then he needed two other units (F Bla and A Arm) for a supported attack on Sev in the fall. It's possible that Austria-Hungary would remove A Ruh and, allied with Italy, shift A Rum - Sev, A Bud - Rum and A Tri - Bud. Still, as Turkey, I would have accepted the possible loss of Sev and built A Con, A Ank and F Smy in order to help defend Smy, Con, Bul and Gre from Ita F Ion while I reoccupied Eme and Aeg and then took Ion.



Hobby Services:

International Subscription Exchange(ISE): The ISE coordinator acts in concert with ISE's of other nations to allow easier exchange of foreign currency between hobby members. This allows Dip players in one country to subscribe to a zine from another country without the hassles of currency exchange. Ideally there should be one ISE coordinator in each country with a postal hobby: In the US and Canada (although he prefers US dollars if it can be done) the ISE is Jim-Bob Burgess at 664 Smith St., Providence, RI 02908-4327 or via Internet at burgess@world.std.com. In the UK it is John Harrington, 30 Poynter Road, Bush Hill Park, Enfield, Middlesex EN1 1DL, UK.. In Australia it is John Cain at P.O. Box 4317, Melbourne University 3052, Australia.

Boardman Number Custodian(BNC): This person records Diplomacy gamestarts and finishes, and assigns Boardman Numbers to each game. In the US the current BNC is Conrad von Metzke, 4374 Donald Ave., San Diego, CA 92117.

Miller Number Custodian(MNC): Records variant gamestarts and finishes (a BNC for Diplomacy variants): Lee Kendter, Jr., 1503 Pilgrim Lane, Quakertown, PA 18951.

Zine Register: Zine Register is a detailed guide to all known Diplomacy zines in the North American hobby (and many foreign zines as well). Currently handled by Michael Lowrey, 6503-D Fourwinds Dr., Charlotte, NC 28212.

Novice Packets: Tom Mainardi, 45 Zummo Way, Norristown, PA 19401 offers Master of Deceit. Fred C. Davis of 3210K Wheaton Way, Ellicott City, MD 21043 offers Supernova. I believe Fred is asking a \$1.00 for Supernova, and Master of Deceit is available for free upon request. Bruce Linsey of 170 Forts Ferry Road, Latham, NY 12110 offers Once Upon a Deadline (a novice packet for publishers) for \$5.00.

North American Variant Bank(NAVB): NAVB is a catalogue of variants and all are for sale from the NAVB Custodian. The current NAVB Custodian is Lee Kendter Jr., 1503 Pilgrim Lane, Quakertown, PA 18951.

Pontevedria: A list of known game openings in Dip zines in North America. **A must for all people actively looking for Diplomacy and Dip variant game openings!** Available for \$0.50 from Conrad von Metzke, 4374 Donald Ave., San Diego, CA 92117.

Diplomacy World Anthologies: Larry Peery offers anthologies of Diplomacy World issues. There are currently 7 volumes available, plus two more due for publication in the Fall of 1995. Larry also has a stock of back issues of DW on hand. You can contact Larry at 6103 Malcolm Drive, San Diego, CA 92115. His Email address is

peery@ix.netcom.com.

The Game of Diplomacy - The only hardcover book written on the game, by Richard Sharp. Authorized photocopies of the 149-page book are available from Fred C. Davis at 3210-K Wheaton Way, Ellicott City, MD 21043. Prices are \$7 in the US, \$7.50 in Canada, and \$8.50 elsewhere. It is also available directly from Richard Sharp at 46 Whielden St., Amersham, Bucks HP6 0HY, England. Cost from Richard directly is 3 Pounds, or the equivalent in French or Swiss Francs.

Game Openings

The following are some zines that currently list game openings available. It is suggested that you request a sample of any zine before you decide to play there - choosing one zine over another is truly a matter of personal taste. Samples issues are often free, but a courtesy payment of \$1 or a few unused stamps is recommended. For a more complete and detailed list of current game openings, order a copy of Pontevedria (information in the column to the left).

The Abyssinian Prince - Jim Burgess, 664 Smith, Providence, RI 02908. Openings include Colonial Dip.

Batville Gazette - Ralph Baty, 4551 Pauling, San Diego, CA 92122. Openings include Diplomacy, Anarchy, Invasion.

Boris the Spider - Paul Bolduc, 203 Devon St., Ft. Walton Beach, FL 32547. Openings include Diplomacy, Gunboat, Colonial Dip.

Carolina Command & Commentary - Michael Lowrey, 6503-D Fourwind, Charlotte, NC 28212. Openings include Diplomacy.

Fintlewoodlewx - Karl Muller, 66-12 75 St., Middle Village, NY 11379. Openings include Diplomacy, Black Hole Dip.

Grand Hyatt - Douglas Kent, 10214 Black Hickory Rd., Dallas, TX 75243. Openings include Colonia VII-B, Gunboat Colonia VII-B.

Graustark - John Boardman, 234 East 19th, Brooklyn, NY 11226. Openings include Diplomacy.

Making Love in a Canoe - Brent McKee, 901 Ave. T North, Saskatoon, Sask., S7L 3B9, Canada. Openings include Diplomacy.

Tactful Assassin - Eric Young, 4784 Stepney, RR #2, C2, Armstrong, BC V0E 1B0, Canada. Openings include Diplomacy, Gunboat.

Yellow Pajamas - Paul Milewski, 7 Mallard Dr., Amelia, OH 45102. Openings include Diplomacy, Gunboat, Colonial Dip.

